



Runningball Trader Client

User Manual



Table of Contents

1	INTRODUCTION		4
	1.1 Pu	RPOSE	4
	1.2 SYS	stem Requirements	4
2	ACCES	SING THE RUNNINGBALL TRADER CLIENT	6
	2.1 Ac	CCESS CONTROL	6
	2.2 FA	ST LOGIN	7
3	FUNCTI	ONALITY	8
	3.1 AF	TER LOGIN	8
	3.1.1	Navigation Panel	9
	3.2 LIV	e View	10
	3.2.1	Coverage	11
	3.2.2	Ticker View Selection	13
	3.3 DE	TAILS VIEW	14
	3.3.1	Game Box	15
	3.3.2	In-depth Information	18
	3.3.3	Team Statistics	20
	3.3.4	Ticker Details Window	22
	3.4 Sui	PERVISOR VIEW	25
		DDS VIEW	26
		alendar View	27
	3.7 RE	sults View	29
		ATISTICS VIEW	30
		OK VIEW	31
	3.10 BIL	LING VIEW	32
		TINGS	33
	3.11.1	General	33
	3.11.2	Password	34
	3.11.3	Coloring	34
	3.11.4	Event filter	34
	3.11.5	Odds	35
4	GENER	AL DESCRIPTIONS	36
	4.1 SYS	STEM MESSAGES	36
	4.1.1	Please hold on	36
	4.1.2	Score	36
	4.1.3	Game suspended	36
	4.1.4	Game cancelled	37
	4.1.5	Broadcasting	37
	4.1.6	Caution!	37
	4.2 GA	AME CONDITIONS	38
	4.2.1	Attendance	38
	4.2.2	Pitch Conditions	38

	4.2.	3 Weather conditions	38
	4.3	Support Requests	39
	4.4	Reporting	40
5	СО	NTACT INFORMATION	41
6 APPENDIX		PENDIX	42
	6.1	Table of Figures	42



1 Introduction

1.1 Purpose

The purpose of this document is to point out the functions of the Runningball Trader Client Version 3.0.x.

1.2 System Requirements

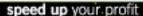
System Processor: 2GHz or greater

System Memory: 1GB or greater

Free Disk Space: 200MB disk space

Operating System: Windows XP or greater

Networking: Internet access





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2 Accessing the RunningBall Trader Client

2.1 Access Control

The login name and password can be obtained from your supervisor.

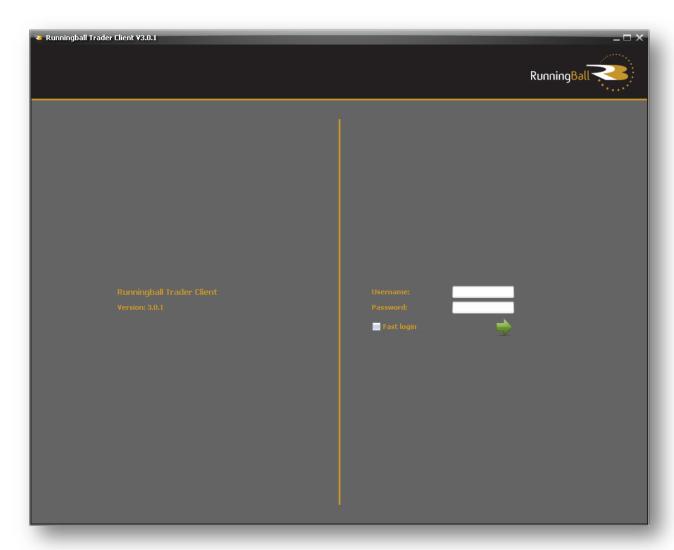
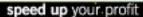


Fig. 1: Login Screen





When you login for the first time the system will ask you to change your password



Fig. 2: Password change required

Enter a new secure password containing letters and numbers.

Note: This screen will also appear after 3 months, when your password expires.

2.2 Fast login

If you have a bad internet connection use fast login to reduce the loading time.



Fig. 3: Fast login

Note: If you use fast login the game status does not get synchronized.



3 Functionality

3.1 After login

Following a successful login, you will be taken to the main screen.

If you did not use the fast login, the games which are in-running or start within the next 15 minutes will be displayed by default.

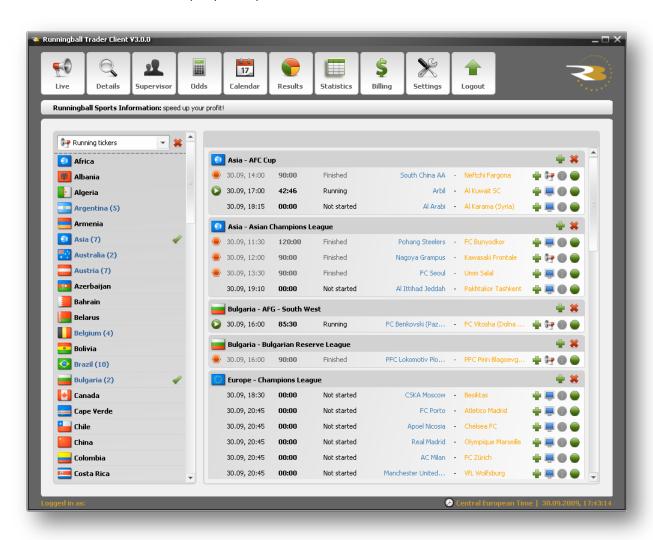


Fig. 4: Live View - Running tickers

All games of the day will be displayed by default if you used the fast login.



3.1.1 Navigation Panel

The main navigation panel of the Runningball Trader Client will always be found at the top of the screen. It contains several menu items which may vary depending on the user access level.



Fig. 5: Navigation Panel

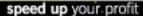






Fig. 6: Ticker in Live View

The league name is displayed on top of the window. The game information is shown below the league name.

A game is selected by pressing in the Live View Screen.

A selected game can be removed by pressing .

The icon on the left-hand side shows you the actual state of the game.

Game is stopped. This can be halftime break or game finished.

Running game

[no icon] Game not started

If a game is added you get further information in the ticker overview.

The score is shown, the team who scored last has its score underlined. ● indicates which team started the game. If a team has red cards this ■ is shown next to the team name.

Hovering the cursor over the team name will allow you to see the number of red cards, yellow cards and yellow/red cards in this game.





If you hover the cursor over the score you will see the exact time the goal was scored.

28:34,08 - 1st half

The icon on the right-hand side of each game will turn green , if a user from your company selects a game. You will get detailed overview of the users who added the game by clicking the green icon.

3.2.1 Coverage

The coverage of the game is shown by the following icons:



TV



LIVE

By pressing vou will be taken to a 'quick game overview' showing the most important events along with a unique game ID, which can be used for support inquiries.

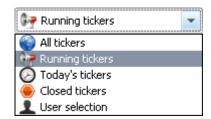


Fig. 7: Ticker Info

Tip: This feature is especially helpful for supervisors dealing with many in-running games. It enables them to gain a quick overview without having to access the detailed view.



3.2.2 Ticker View Selection



3.2.2.1 All tickers

All games of the current day, including the upcoming games of the next 24 hours, will be displayed in the content area.

3.2.2.2 Running tickers

The games which are in-running or start within the next 15 minutes will be displayed by default.

3.2.2.3 Today's tickers

All games of the day will be displayed.

3.2.2.4 Closed tickers

The finished games of this day will be displayed.



3.3 Details View

The following screen will be displayed after clicking on the "Details" menu item on the top. An event flow of the selected tickers, sorted by timestamps, is displayed by default on the right-hand side.

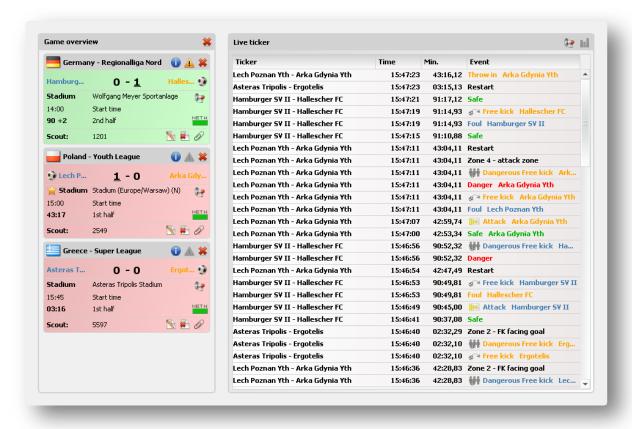


Fig. 8: Detail View

You can remove game boxes of finished games by clicking in the "Game overview" header.

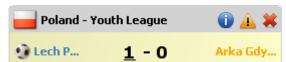


3.3.1 Game Box



Fig. 9: Game Box

3.3.1.1 Team Information and Score



The league name is displayed within the top bar of the window. The fixture information is shown below the league name. • indicates which team started the game.

The team which scored last has its score underlined.

3.3.1.2 Ticker Details Window

To open the in-depth information about a game, please click . (For further information concerning the Ticker details window see 2.3.1 <u>Ticker Details Window</u>.)

3.3.1.3 System Message

If a system message has been displayed in relation to a game, the icon will be yellow and the content can be retrieved by clicking on it.

3.3.1.4 Remove Ticker

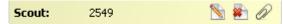
If you click on 🌉 in the game box the ticker will be removed.

3.3.1.5 Network

indicates the connection status of the scout. If the connection is lost, the icon will blink red and a pop-up window will be displayed, depending on your selection in 2.5.1 Settings (General).



3.3.1.6 Scout Section



A unique Scout ID allows you to know who is reporting the game. Runningball stores personal data files for all the Scouts, in case problems occur.

To make a comment on general scout performance, please click and kindly leave your comments.

It is also possible to make a Support Request by choosing one of the predefined questions.

The Support request and/or the comment will be sent by clicking ________



Fig. 10: Support Request and Comment

Note: Comments regarding Scouts are not intended for real time support. They will only be analyzed by our Quality Assurance team after the game.

If you want to retrieve any comments your company has made about particular Scouts you can do this by clicking \mathscr{D} .



Fig. 11: Scout Comments



3.3.2 In-depth Information

If you wish to access in-depth information about a game without opening another window, please click on the game box on the left. This is especially helpful for supervisors trying to get a fast overview of the statistical information of a particular game.

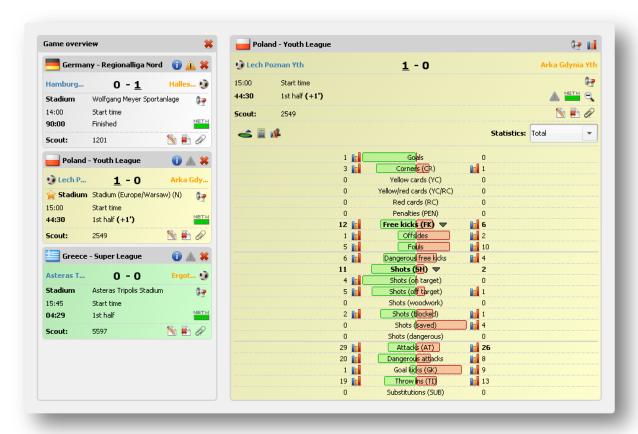
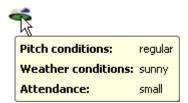


Fig. 12: Detail View – Statistics

3.3.2.1 The magnifying glass

can be used to hide the statistics, so that the size of the ticker window can be decreased.

If you wish to see the game conditions, please hover the cursor of your mouse on the picture $\stackrel{\text{def}}{=}$.



To see the initial odds and starting odds for this game, please mouse over



By clicking **t** the team statistics window is opened. For more details about the team statistics please see 2.3.3 Team Statistics.

3.3.2.2 Statistics Filter

The Runningball Trader Client allows you to arrange the running statistics within a specific time frame. This feature should prove to be helpful while making trading decisions.



You can switch between the Live Ticker View and the Statistics View with the icons (Live Ticker) and (Statistics) on the top right of the Details Window.





3.3.3 Team Statistics 🎉

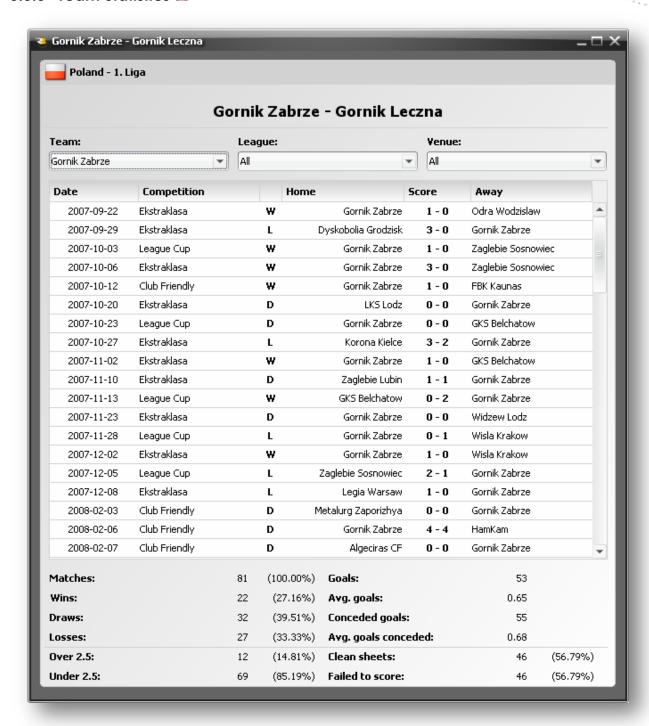
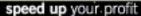


Fig. 13: Team Statistics

The team statistics view shows you statistical values for the teams of the game.

You can select the statistics for one of the teams or the head to head statistics of both teams.





You can choose if the statistics should be displayed for all leagues which the team is playing in or only for one specific league.

In order to receive only home or away statistics, please use the venue filter.



3.3.4 Ticker Details Window

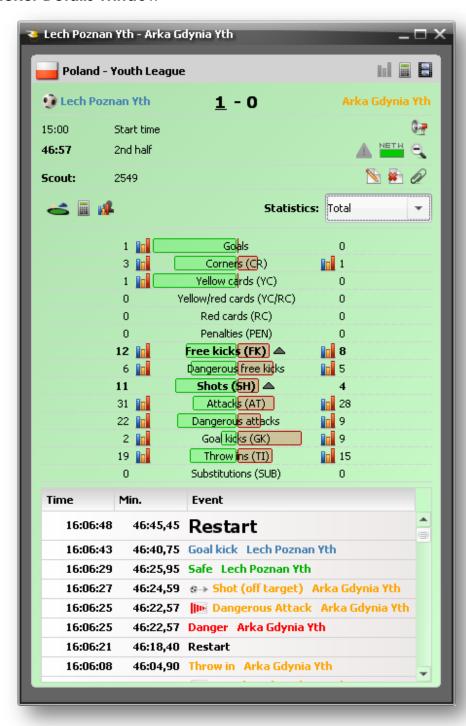


Fig. 14: Ticker Details Window

There are three modes of the ticker details window. You can change them by clicking the icons on the top right.

Statistics shows you the statistics of the game.

The Odds mode shows odds for the game if available.



Fig. 15: Odds Mode

In the animated soccer field mode the events are visualized.

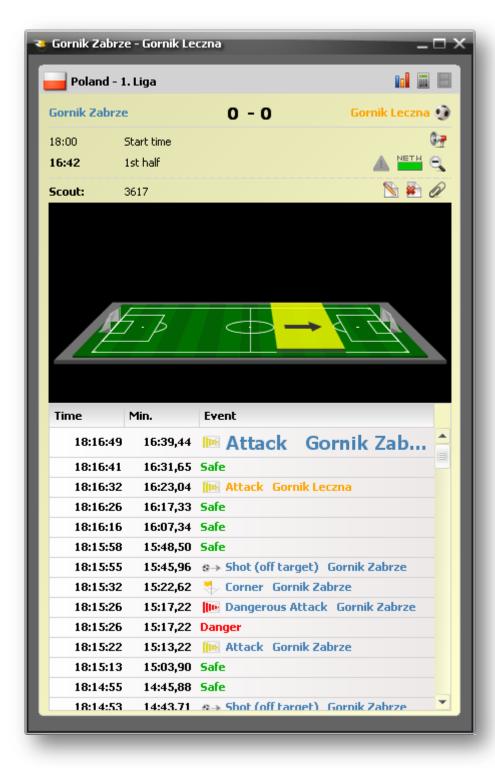


Fig. 16: Animation Mode





3.4 Supervisor View

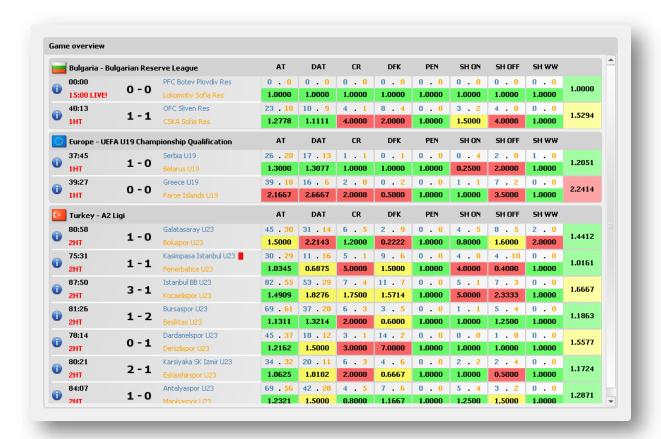


Fig. 17: Supervisor View

The supervisor view gives you a good overview of the playing ability of the teams.

The colors show you if one team has an advantage.

1.0000
It is a balanced game
1.5000
There is an advantage for one team
2.0000
One team has a clear advantage over the other team

By following the numbers you can see which team has the advantage.

If the number is higher than 1 it is an advantage for the home team. A number less than 1, this signifies an advantage for the away team.

Tip: If you double-click on the Supervisor menu item, the Supervisor view will be opened in a new window.







3.5 Odds View

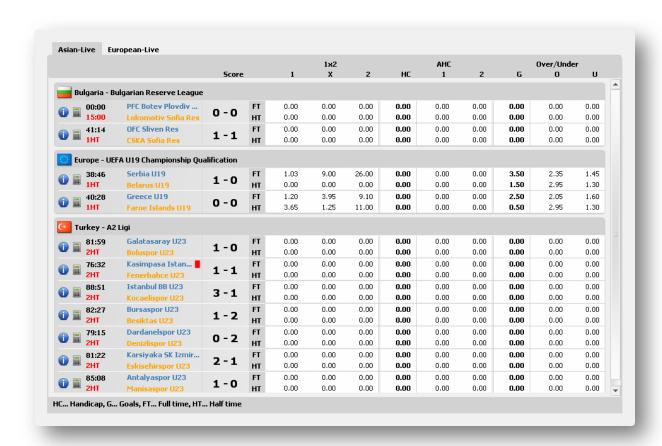


Fig. 18: Odds View

The Odds view consists of two views, the Asian-Live view and the European-Live view.

In the Asian-Live view you see odds for 1x2, Asian Handicap and Over/Under. In the European-Live view Next goal odds, Livewette 0:0 and Over/Under odds are displayed.

By clicking on the match odds are shown in a dialog window.

Note: The display of the Odds type has to be configured in the 2.9.5 Settings "Odds".

Tip: If you double-click on the Supervisor menu item the Supervisor view is opened in a new window.



3.6 Calendar View

By clicking on the "Calendar" menu item on the top, the following screen will be displayed.

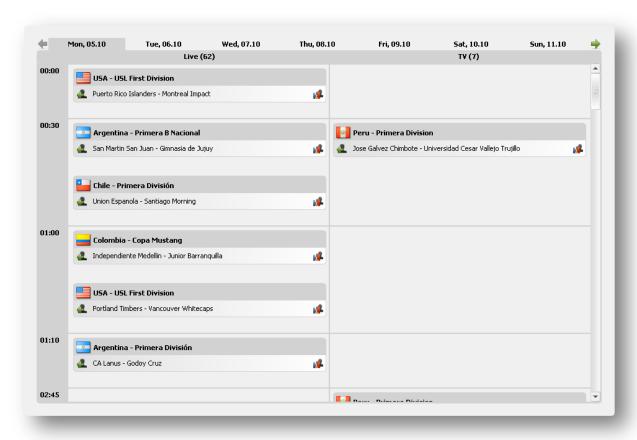


Fig. 19: Calendar View

The calendar will give you detailed overview of the games Runningball will offer, up to 2 weeks in advance.

We do our utmost to confirm our games as early as possible. The icon signifies that the game is confirmed. If the game is not confirmed yet this icon is displayed.

By clicking the team statistics window is opened. For more details about the team statistics please see 2.3.3 Team Statistics.



Tip: If you can't see a game you would like to book, please contact the Runningball Support Team (**support@rball.com**) up to 48 hours in advance. In case a desired league cannot be found in our calendar, you are welcome to inform us about it. We would like to assure you that your requests are our highest priority.

Note: Irregular games, such as friendly games, may remain unconfirmed until the last few hours before kick-off due to change of venue or starting time.







To see the results of a day, please select the date and click on \square .

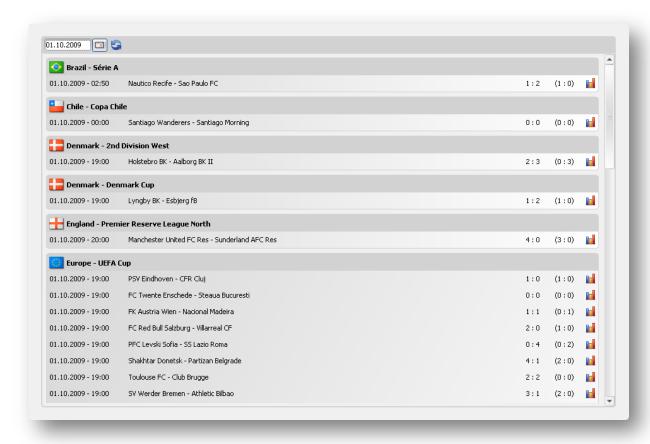
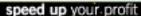


Fig. 20: Results View

By selecting In next to the game you can get the following information:

- Post-match statistical reports along with game ID and Scout ID
- Detailed information on which user in your company added this game
- Game comments your users have made in terms of the quality of the game or scout for later review
- All the system messages displayed in relation to this game







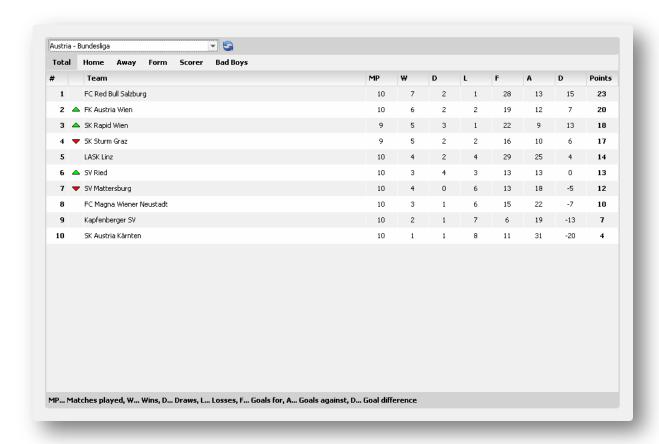


Fig. 21: Statistics View

If you want to see statistics, form, scorers or disciplinary records related to a specific league, please select the league and click on .



3.9 Book View



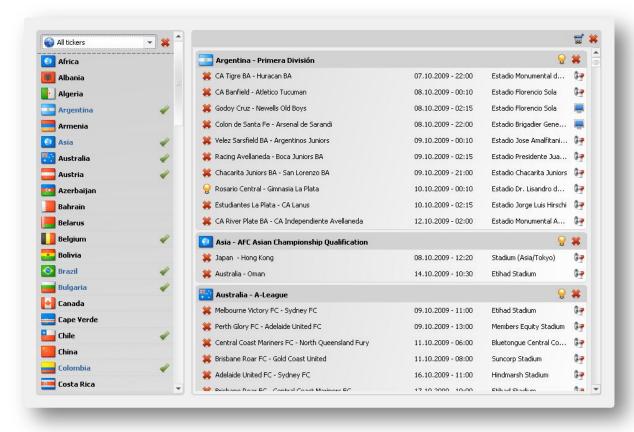
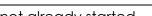


Fig. 22: Book View

Select the games you would like to book by clicking on the (mouse over 9). Confirm it with (mouse over 9).

In case you decide to cancel a previously booked game, please click lapsilon .



Note: This procedure is only possible for games that have not already started.

If you would like regular booking of a specific league we can help you saving time by enabling "autobooking" in our system. Please contact support at **support@rball.com** for further information.





3.10 Billing View

In order to view billing data and payment details, please select the date and click on .

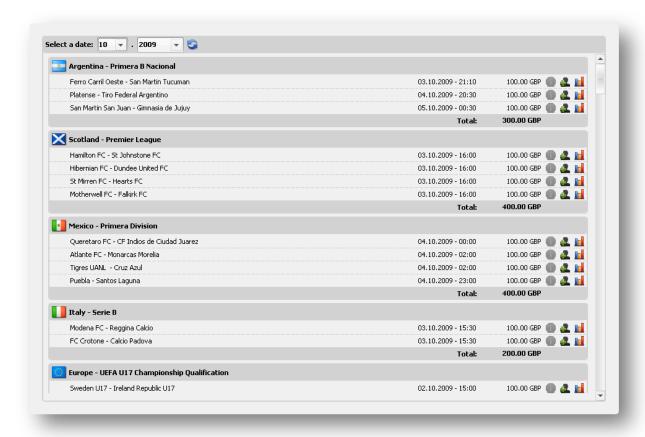


Fig. 23: Billing View

By selecting III next to the game you can access the following information:

- Post game statistical reports along with game ID and Scout ID
- Detailed information which user in your company added this game
- Game comments your users have made in terms of the quality of the game or scout for later review
- All the system messages displayed in relation to this game

We suggest you use a separate admin account for quality assurance and compliance purposes by accessing post game reports.





3.11 Settings

Settings will allow you to customize the software according to your needs.

3.11.1 General

Here you can choose the language, time zone and the message type (long or short). Dialog selection in Settings allows you to decide which pop-up windows should appear by checking or unchecking certain events.

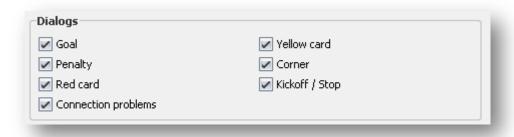


Fig. 24: Dialogs

Define your own sound for each specific event.

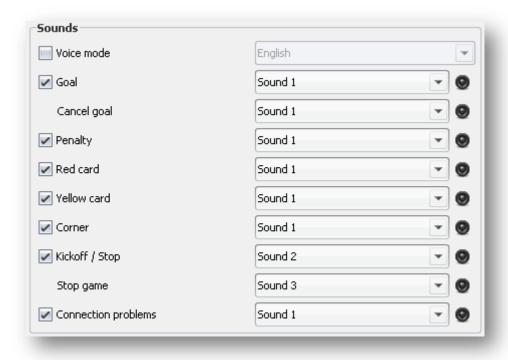


Fig. 25: Sounds

Press to test the sound.



3.11.2 Password

You can change your password any time. In order to do so, please enter the current password and then input new one. The new password has to be entered twice to avoid typing errors which could lead to an account being temporarily blocked.

3.11.3 Coloring

Change the color representing home team, away team and goals according to your needs. The color for attacks is yellow by default. If your trading habits demand a suspension even before a dangerous attack, simply change the attack color to red.

3.11.4 Event filter

Event filter allows you to select the events you want to have displayed in the software. The selection determines the presence or the absence of the statistical information.

Tip: In order to make the game detail window as small as possible, simply deselect the events you don't need for trading.

To enhance the focus on the colors and the important events, please try to deselect Safe and Danger therefore having fewer events displayed in the software.

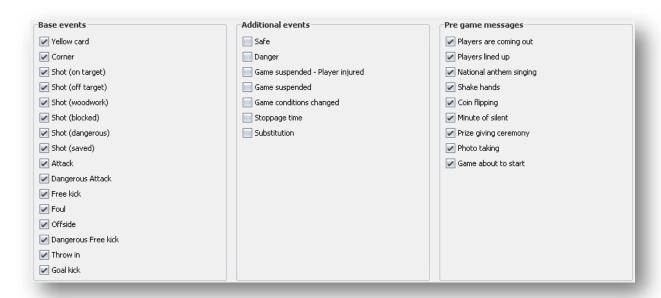
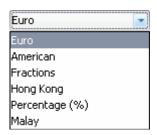


Fig. 26: Events Filter



3.11.5 Odds

Here you can select your preferred type of odds.





4 General Descriptions

This section introduces general terms connected with the software and a detailed explanation on how we operate.

4.1 System messages

Due to the hundreds of accounts in our system, we use system messages to communicate with our clients. This feature enables us to provide you with the fastest possible information about changes in the status of a game, cancellations, confirmation of scores and other events.

Attention: Admins or supervisors in charge of scheduling or general supervision should always have all booked games added in the client, to be able to receive important information about the game.

Note: For Admins there is no limit to the number of games you add at the same time using the software.

Here is an overview of the most frequently used system messages:

4.1.1 Please hold on

Please hold on, connection in this area is down!

Please hold on, we are rechecking the score!

Please hold on, we will start the broadcast with a delay

Please hold on, we are trying to solve the problem

Please hold on, we are rechecking the number of Red Cards

Please hold on, we are rechecking the number of Yellow/Red Cards

Please hold on, we are rechecking the number of Corners

Please hold on, we are rechecking the number of Yellow Cards

4.1.2 Score

Score correct (%SCORE%)

Correct number of Red Cards (%SCORE%)

Correct number of Yellow/Red Cards (%SCORE%)

Correct number of Corners (%SCORE%)

Correct number of Yellow Cards (%SCORE%)

4.1.3 Game suspended

Game restarted

Game is suspended - power black out in the stadium

Game is suspended - crowd trouble

Game is suspended - bad weather conditions

Game is suspended - foa

Game is suspended - pyrotechnic articles

Game is suspended - players are fighting

Game is suspended - referee is injured

Game is suspended - other reason



Game is suspended - water break

4.1.4 Game cancelled

Game cancelled

Game officially cancelled

Game officially postponed. New date is unknown. Please contact Runningball Support!

We are sorry, we have to cancel this game - GPRS network in this area is down

We are sorry, we have to cancel this game due to technical problems

We are sorry, we have to cancel this game due to a TV broadcasting error

Game is officially cancelled due to bad weather conditions

Game is officially cancelled due to bad pitch conditions

Game is cancelled due to waterlogged pitch

Game is cancelled due to frozen pitch

Game is cancelled due to heavy snow

Game is cancelled due to fog

4.1.5 Broadcasting

CAUTION! Broadcast will start in time

CAUTION! There is an official delay of the game start

CAUTION! Broadcast started with %MIN% minutes delay

CAUTION! Broadcast started with %SEC% seconds delay

CAUTION! Broadcast started with %MIN% minutes delay due to GPRS problems

CAUTION! Broadcast started with %SEC% seconds delay due to GPRS problems

CAUTION! Due to technical problems the coverage being continued by TV

CAUTION! This game will be done by TV

CAUTION! This game will be done live from stadium

CAUTION! This game will be played on a neutral venue

CAUTION! New kick off time: %TIME% CET. Please contact Runningball Support!

4.1.6 Caution!

CAUTION! Our broadcast might start with a delay!

CAUTION! %PH% players vs. %PA% players!

CAUTION! Home team with a field player in the goal!

CAUTION! Away team with a field player in the goal!

CAUTION! Direct penalty shoot out!

CAUTION! Red card but no player has been sent off!

CAUTION! Home team BENCH PLAYER received a red card!

CAUTION! Away team BENCH PLAYER received a red card!

CAUTION! Home team COACH received a red card!

CAUTION! Away team COACH received a red card!

CAUTION! Home team injured player left the field but no more substitutions available!

CAUTION! Away team injured player left the field but no more substitutions available!

CAUTION! Very long injury break possible

The above system messages will always be displayed in the language you selected in the Trader Client.



Note: There can also be individual system messages (in English) like "Attention: Home team plays with B Squad."

4.2 Game Conditions

Here is the list of carefully selected game conditions in use:

4.2.1 Attendance

- not defined
- small
- medium
- full
- without fans

4.2.2 Pitch Conditions

- not defined
- good
- wet
- snowy
- excellent
- regular
- wet and fast
- slow due to water
- uneven and cutting up
- goalmouths affected
- hard or frozen
- artificial pitch

4.2.3 Weather conditions

- not defined
- good
- windy
- stormy
- rainy
- snowy
- very hot
- heavy rain
- light rain
- cloudy
- heavy snow
- light snow
- sleet/hail
- high wind
- light wind
- sunny
- hot
- mild



- cold
- fog
- thunderstorm
- indoor stadium

4.3 Support Requests

Here is the list of the support request:

- Please confirm the score
- Please confirm the red card score
- Was there a red card for the home team?
- Was there a red card for the away team?
- Please confirm the corner score
- Please confirm the yellow card score
- What is the reason for the suspension?
- How long will the suspension be?
- Is the game officially cancelled?
- Why is the game cancelled?
- When will the game start?
- Please check the venue Is it home or neutral?
- Please confirm the KO time
- How long was the delay of the game start?
- Did the game start in time?
- How many players on the field?
- Was there a red card in the game?
- How long will the injury break be?



4.4 Reporting

All our scouts are trained to use exactly the same standards while commentating a game. We believe this is essential in maintaining a uniform high standard of quality.

The pictures bellow illustrate game events:

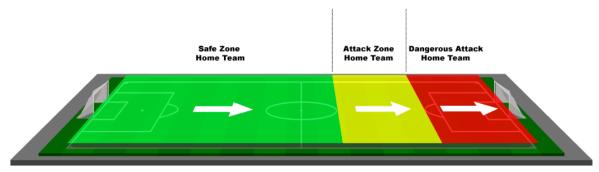


Fig. 27: Ball Possession Home Team

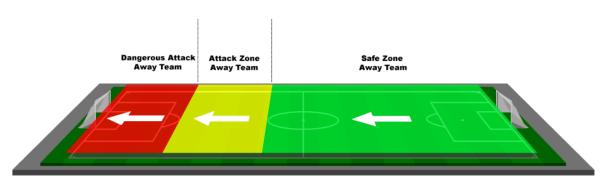


Fig. 28: Ball Possession Away Team



Fig. 29: Free Kick Zones Home Team



Fig. 30: Free Kick Zones Away Team



5 Contact Information

Here are the most important contact details:

Runningball Live Game Support support@rball.com

via Live Messenger

General enquiries support@rball.com

via Email

Pricing or additional league requests marketing@rball.com

Billing office@rball.com



6 Appendix

6.1 Table of Figures

Hg.	1: Login Screen	6
Fig.	2: Password change required	7
Fig.	3: Fast login	7
Fig.	4: Live View - Running tickers	8
Fig.	5: Navigation Panel	9
Fig.	6: Ticker in Live View	10
Fig.	7: Ticker Info	12
Fig.	8: Detail View	14
Fig.	9: Game Box	15
Fig.	10: Support Request and Comment	16
Fig.	11: Scout Comments	17
_	12: Detail View – Statistics	
Fig.	13: Team Statistics	20
Fig.	14: Ticker Details Window	22
Fig.	15: Odds Mode	23
Fig.	16: Animation Mode	24
Fig.	17: Supervisor View	25
Fig.	18: Odds View	26
Fig.	19: Calendar View	27
Fig.	20: Results View	29
Fig.	21: Statistics View	30
Fig.	22: Book View	31
Fig.	23: Billing View	32
Fig.	24: Dialogs	33
Fig.	25: Sounds	33
Fig.	26: Events Filter	34
Fig.	27: Ball Possession Home Team	40
Fig.	28: Ball Possession Away Team	40
Fig.	29: Free Kick Zones Home Team	40
Fig.	30: Free Kick Zones Away Team	40